

## Virtual Team Training Engine and Evaluation Framework, Phase I

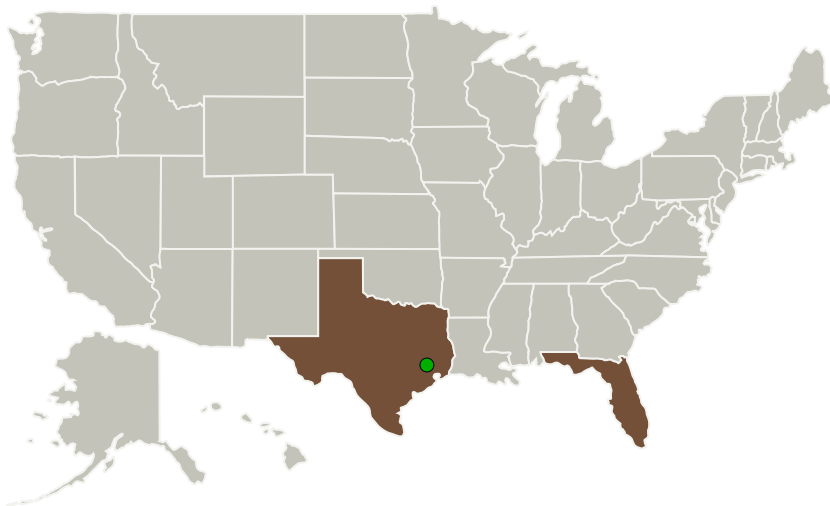
Completed Technology Project (2012 - 2012)



## Project Introduction

In an effort to support a range of social educations in the context of constantly evolving mission objectives, this proposal focuses on the creation of a framework that can be used to rapidly construct virtual training scenarios, execute those scenarios and, finally, measure the effectiveness of the training in behavior improvement. The first stage of the framework is a scenario generation tool that can be used directly by SMEs from various social and psychological domains to design situation and training materials without requiring any programming or artistic knowledge. The output from the scenario generation tool is directly imported into a 3D virtual team training engine that allows multiple players to engage in the exercise from a variety of platforms, including standalone applications, web and mobile devices. After the players have completed the scenario, an After Action Review tool generates on-the-fly, relevant, SCORM-based training material to further educate each player on areas that warrant improvement. The final piece to the framework is a clear process for evaluating the value of the training in terms of short and long term impact on behavior. This proposal acknowledges the need for a system that NASA can use long-term for creating mission relevant training situations as well as to distribute to SMEs in various disciplines for constantly new and improved training.

## Primary U.S. Work Locations and Key Partners



Virtual Team Training Engine  
and Evaluation Framework,  
Phase I

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## Virtual Team Training Engine and Evaluation Framework, Phase I



Completed Technology Project (2012 - 2012)

Organizations Performing Work	Role	Type	Location
GameSim Technologies Inc.	Lead Organization	Industry	Orlando, Florida
● Johnson Space Center(JSC)	Supporting Organization	NASA Center	Houston, Texas

## Primary U.S. Work Locations

Florida	Texas
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## Project Transitions

▶ **February 2012:** Project Start

✓ **August 2012:** Closed out

## Closeout Documentation:

- Final Summary Chart(<https://techport.nasa.gov/file/138563>)

## Organizational Responsibility

**Responsible Mission Directorate:**

Space Technology Mission Directorate (STMD)

**Lead Organization:**

GameSim Technologies Inc.

**Responsible Program:**

Small Business Innovation Research/Small Business Tech Transfer

## Project Management

**Program Director:**

Jason L Kessler

**Program Manager:**

Carlos Torrez

**Principal Investigator:**

Andrew J Tosh

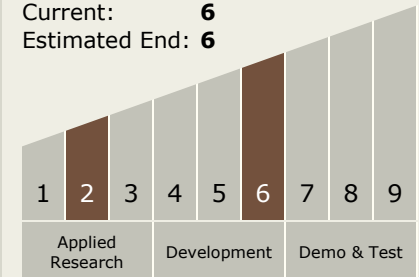
**Co-Investigator:**

Andrew Tosh



## Technology Maturity (TRL)

Start: **2**  
Current: **6**  
Estimated End: **6**



## Technology Areas

### Primary:

- TX06 Human Health, Life Support, and Habitation Systems
  - └ TX06.3 Human Health and Performance
    - └ TX06.3.2 Prevention and Countermeasures

## Target Destinations

The Sun, Earth, The Moon, Mars, Others Inside the Solar System, Outside the Solar System